

METHOD AND APPARATUS FOR DISPLAYING PLAYER TRACKING
INFORMATION ON AN ELECTRONIC GAMING MACHINE DISPLAY

ABSTRACT OF THE DISCLOSURE

5 A gaming machine includes gaming electronics for projecting a game image onto a gaming machine display associated with the gaming machine. The gaming machine is coupled over a network to a host computer that keeps track of data corresponding to a casino patron such as loyalty bonus information, player ID, and so forth ("player tracking data"). The player tracking data is transmitted from the host computer to a gaming machine responsive to identification of the casino patron operating the machine via an electronic card reader. The player tracking data is received by a machine communication interface within the gaming machine and further processed for display by a video overlay device that combines the game image with the player account display information. Accordingly, both the game (e.g. slot machine) and the player account information can appear on the same display monitor.

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